

Danielle Morley

Waltair Main Road, Fishbourne, Chichester, West Sussex PO18 8AX

Phone: +44 7482 625489 Email: dkmorley99@gmail.com

Portfolio: <https://www.daniellemorley.co.uk>

PROFESSIONAL OVERVIEW:

Graduate creative media student with a passion for new technologies, especially those regarding video games. Experienced in motion capture/virtual production, and game design, I am now seeking the next challenge in a team based environment and willing to relocate.

PROFESSIONAL SKILLS:

- Client / Team Communication - Direct contact with clients and teams to ensure realistic expectations and communication regarding a project
- Team Leader- Organise and lead a team of multiple disciplines and skill levels to fulfil client briefs and projects
- Project Management – Liaise with multiple disciplines, monitor workloads, create schedules and project plans
- Coaching & Mentoring – Lead multi-discipline team, encouraged and aided junior employees and peers

TECHNICAL SKILLS:

- Vicon Shogun: Live and Post
- Unreal Engine: Blueprints and sequencers
- Metahuman, and Unreal Engine Animation, Rigging, and IK Blueprints
- Unity
- Facial Animation and Capture: Dynamixyz, Faceware, Technoprops, Cubic Motion
- Autodesk Maya and Motionbuilder
- Blender
- Python
- XR Technology: Photogrammetry, Motion Capture, Volumetric, VR design

CAREER HISTORY:

November 2022 – Current

MOTION CAPTURE TECHNICIAN & TECHNICAL ANIMATOR: CCIXR University of Portsmouth, Portsmouth, UK

- Responsible for operating a state of the art motion capture and virtual production studio
- Direct client and actor communication to ensure actor comfortability and client satisfaction
- Kept detailed continuity logs and operated reference cameras
- Operate shogun live and unreal engine and motion builder in a live-link setting

- Animate, rig, skin models and motion capture data editing in Shogun Post, Unreal Engine, Maya, and Motion Builder
- Assemble environments and scenes and integrate animations in Unreal Engine for virtual production and real-time viewing

May 2023 – Current

FREELANCE FACIAL CAPTURE TECHNICAL DIRECTOR: The Imaginarium Studios, Pinewood Studios, UK

- Responsible for managing a variety of facial capture headsets such as Technoprops, Cubic motion, and Dynamixyz and recording in a live studio setting using and running capture scripts
- Direct client and actor communication to ensure actor comfortability and client satisfaction as well as working for AAA companies and games
- Keep detailed continuity logs and work to a scheduled shoot log
- Assist senior facial capture directors with alignments and camera setup as well as take over when needed
- Working with and for clients from various different AAA games companies

February 2021- June 2024

GAMEPLAY DESIGNER, TECHNICAL ARTIST/ANIMATOR, & TEAM LEAD: Rabid Rabbits Games, Portsmouth, UK

- Team lead and gameplay designer and developer for Survive the Solent, an educational survival game aimed at raising awareness of marine invasive species created in Unreal Engine 4.
- Technical Artist for Makara: Long Way Down. A first person underwater survival horror created in Unity utilising shaders and graph creation as well as particle systems.
- Technical Animator and technical artist for How to Date your Dragon, a point and click dating sim created in Unreal Engine 5.3 utilising animation and shader blueprints and in-engine rigging tools.

December 2021 – August 2023

UNREAL ENGINE AND ANIMATION LECTURER: University of Portsmouth, Portsmouth, UK

- Teaching the basics of unreal engine to first year students of creative media technologies as well as private students of all ages
- Introducing the principles of animation to prospective students and how to use adobe animate and maya to create 2D and 3D animations and create props in blender.

EDUCATION:

First Class BSC Hons Creative Media Technologies- University of Portsmouth 2020-2023

Achieved one of the top scores of the entire academic year on a dissertation studying accessibility in video games. Also awarded first class overall and first class in the following modules:

- CGI and Advanced Visual Effects
- Motion Capture
- Virtual Reality Development

Top Creative Media Student Award 2023- University of Portsmouth

Awarded outstanding achievement for going and above and beyond by assisting fellow students and running workshops in various different modules for those struggling, such as;

- Motion Capture,
- Sound Design for Games,
- Virtual Reality
- Advanced VFX and CGI

INTERESTS:

Art

(Painting, 3D Art)

Gaming

(Open world, RPG, Horror)

Writing

(Game Mechanics/Scripts)